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Initial Concept: Dementor Boss Battle

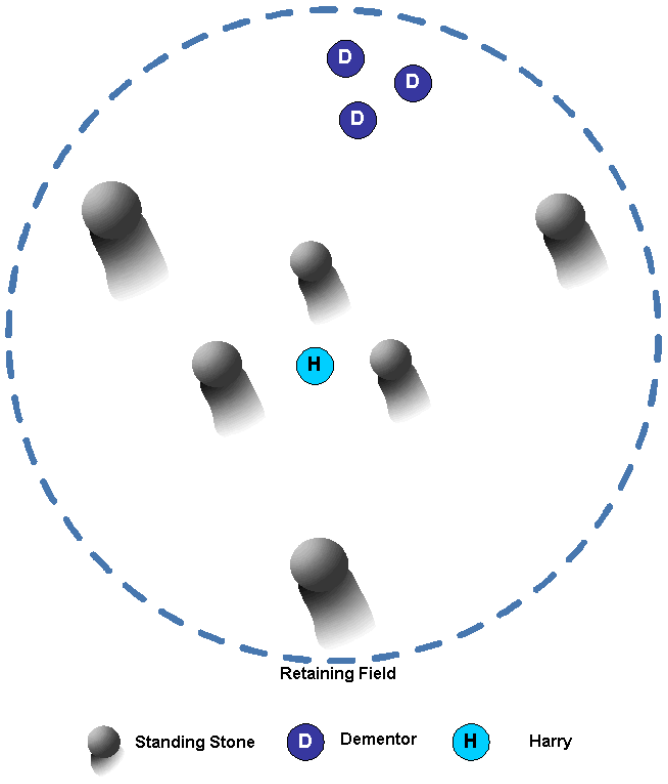
Part 1

Overview:

Harry is trapped in a magical ring with a trio of Dementors. He must cast Expecto Patronum against them to stun them. Once hit successfully a Dementor is frozen for a length of time determined by the power of Harry's spell. Once all three have been frozen simultaneously, we go to a cinematic transition [see Ending below]

Level Description:

A section of the grounds hub by the lake, with several tall standing stones erected in a crude triangular formation. The Battle takes place on a cold, cloudless night with a moon hanging over the lake. A thick layer of mist hangs above the ground at knee-level. During the battle, Harry is kept within the stones by glowing circular perimeter field.



Harry enters the area from the gatehouse that separates the lakeshore area of the grounds from the active area he can explore during the game. We can either lure the player to the

boss area through trickery – a shimmering chest or a dancing group of friendly looking fireflies swarming around by the lake – and then initiate the battle, or we can have Harry run there in a cutscene.

Camera Control

Tentatively this Boss could go either way. If the Dementors were to keep within the centre of the arena, we could facilitate a 'locked' camera similar to ‘Z-locking’ common in many console games, and a system we used in the Aragog battle last year. On the other hand, it may be a better experience for the player to be able to move freely around the play area. I'd like to keep the standard control scheme for now and see how it does in play tests.

Boss Behaviour:

The ‘Boss’ is actually comprised of 3 Dementors who break off from a shadowy ring outside the perimeter field at the beginning of the encounter. The Dementors will keep within a certain distance of each other (so as not to fully surround the player) but will move independently within that grouping radius. They will move more slowly than Harry, possibly drifting forwards towards him, stopping to turn and adjust direction, the move forwards again, etc. The arena is broken up by several large standing stones, which provide shelter from projectile attacks, and allow Harry to more easily escape from a pursuing opponent.

During the battle the Dementors will have two methods of attacking Harry. Close contact with a Dementor will result in damage (removal of health points) when he comes within range of their ‘ambient fear’- represented by an icy circle on the ground beneath them. They will also pause occasionally to fire a projectile attack. If a projectile hits Harry he will be take a set amount of health damage as well, though probably less than that of coming in contact with the Dementor itself.

Harry will need to cast Expecto Patronum at the creatures, with the ultimate objective being to have them all stunned simultaneously, as he has learned to do through several similar encounters previously. If Harry hits a Dementor with EP, the amount of time it is stunned is equivalent to the power of the spell. A perfect cast will stun it permanently, while anything less will stun it for a limited amount of time. For example:

Spell Strength	**Time in seconds**
Perfect	Permanent Stun
Medium	30 seconds
Low	10 seconds

The same ‘time gauge’ mechanic for Expect Patronum is used to have the player power up and discharge the spell at the right time to cast it perfectly. Once hit, the Dementor is surrounded by a crackling white light and it becomes rooted to the spot, unable to move

or react to the events around it. It is also no longer dangerous to approach it – Harry will take no damage from coming into contact wit it. If a Dementor is only stunned for a little while, it will return to pursuing Harry immediately after the effect wears off.

Ending:

When all three Dementors have been frozen by EP simultaneously, magical arcs will burst out between them, connecting them in a loose triangle. We'll capture the camera and play an animation of Harry shielding his eyes as an overpowering light forms above the Dementors for a brief moment, perhaps even slow-falling particles of magical snowflake-like lights, and we hear the beginnings of some sort of 'Chorus of Angels' style audio SFX when Harry collapses and we fade to **White**. We load the Main Hub and resume with a cutscene of Harry opening his eyes in the Infirmary, sunlight streaming in through the window behind him.

Part 2

Major Differences:

The second encounter with the Dementors, at the end of the game, is differentiated by several elements, all designed to make the experience different, and much more difficult, while maintaining the same mechanics the player learned to complete Part 1. These upgrades, listed by importance [and listed in order of disposability] are:

1. The arena boundary will now damage the player on contact - it is tall, ominous blue flames instead of a eerie glowing field
2. The Dementors will now have the ability to 'charge' Harry in addition to projectile attacks.
3. The obstacles to hide behind are now destroyed when hit by one of the Dementors' projectiles

Overview:

Once more by the lake, having returned to the Lake to witness the first Dementor Battle through the use of the Time Turner, the player sees the pyrotechnics of his previous skirmish with the Dementors across the water… the form of Harry may be just visible through the glowing substance ringing the first battle, and the forms of the Dementors are three brilliant white balls of magical energy.

Level Description:

Part 2 of the Dementor Battle occurs across a small arm of the lake, also on the grounds. We can set Harry in a cut scene, preparing to cast his now-perfected future version of

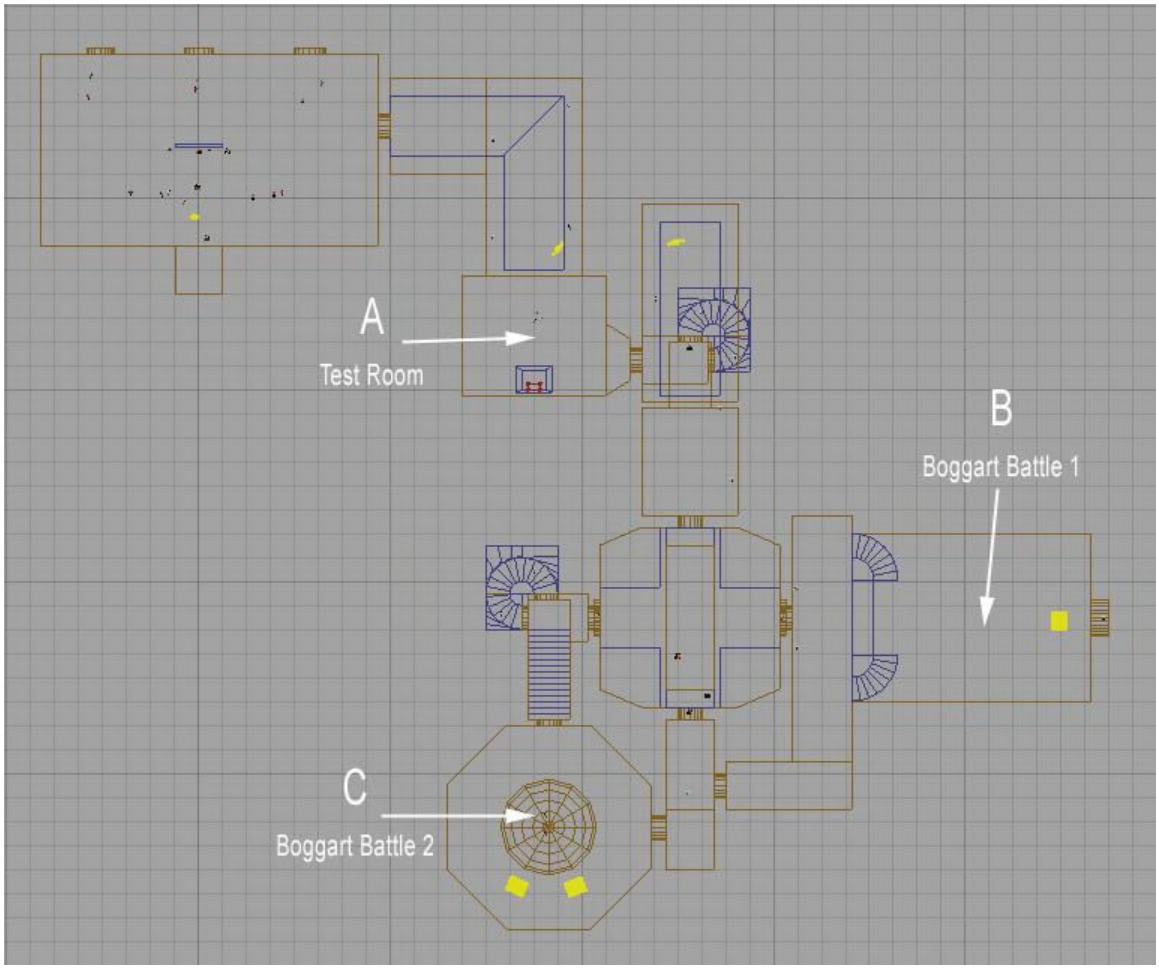
Expecto Patronum to save his past self, when all of a sudden another group of Dementors descends around him, and a huge wall of unearthly cold blue flame springs up in a boundary around them. This battle will take place on another shoreline, but this time closely bordered by the trees that make up the fringe of the Forbidden Forest. The weather and lighting is identical, naturally, to Part 1 however the ‘stones’ from part one are now tree trunks and are destroyed when hit by one of the Dementor’s projectiles

Boss Behaviour:

Part 2 draws mostly upon the pervious battle for behaviour. The major differences are that the Dementor group now moves faster.

Overall this means Harry will need to spend a little more time staying alive and have a harder time casting multiple attacks in quick succession

Expecto Patronum



The player enters from the DADA classroom and finds himself in a large storeroom [**Room A**] filled with DADA gadgets and books. Lupin waits at the end of the L-shaped room standing by an iron railing that blocks Harry from continuing.

CutScene: Lupin introduces the spell Expecto Patronum and the basics behind the concept of the 'perfect' cast, as well as the effects of different success levels of casting. We reveal, in the darkened room beyond, a large gothic device used for measuring Expecto Patronum casts and a wooden facsimile Dementor on which Harry must cast the spell.

Harry needs to get a perfect cast on the Dementor target in order to freeze it and allow him to progress. A section of the iron railings will swing in and lights will come on in the

Test Room showing the player an exit in the back left corner. A spiral staircase and a set of large creepy double doors will give entrance in to the level proper. The player will enter the main hall, a large room with doors in all four directions as well as two high above Harry. The colour and lighting in here gets dramatically colder and the air is filled with the voices of whispering and giggling.

Only one of the doors on the ground floor is open if Harry enters he will wind up in:

Room B: Boggart Battle I
In this room the player must approach a single cabinet at the end of a long hall lined with pillars. When he gets close enough to the cabinet it will play it's animations and the Boggart/Dementor will burst out, following the mechanics as set out for the Dementor Battles later in the game [The Boggart/Dementor will slowly advance on Harry, using it's projectile and radius attacks to try to frighten him into unconsciousness].

Once the B/D is defeated, the bars that were keeping Harry from escaping into the main hall are retracted, and Harry is allowed to progress to the second Dementor encounter at his leisure. Another spiral staircase and a short flight of stairs will take the player into a voluminous circular room lit from above by a glass dome. This is...

Room C: Boggart Battle II
Much the same as above, except with two B/Ds and less pillars to use as cover.

Once the Boggart/Dementors aredefeated [both need to be frozen with EP simultaneously] the player leaves the room, crosses the main hall across the magic walkway that floats up from above, to end the level in a room on the other side where Lupin will give a debriefing

CutScene: End of Level sequence, setup for next level.